

# The Mixumaxu Gazette

#61

6 February 1977

The Mixumaxu Gazette is a triweekly publication of postal Diplomacy and whatnot, edited and published by Robert Bryan Lipton, A MIXUMAXU GAZETTE 556 Green Place, Woodmere, N.Y. 11598 USA, tel. (516) QUANTITY PUBLICATION 374-4723. Assisting with gamesmastering is Robert # 177 Sacks, 4841 Broadway, Apt. 5-V, New York, NY 10034, USA, tel. (212)942-3572. Subscriptions are 10¢/issue +postage. Games are always open, no gamefee, just keep your subscription up. We pay for writing at the rate of \$1.50 in sub credit per page. Illustrations earn their artists \$2 in sub credit per illo.

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What a pleasure to get back my Selectric II typewriter! With this machine I can make more quick, brown foxes jump over that lazy dog, and have them do it quicker. Some people may think this is pure laziness on my part. It is not, but usage. Have you ever spent a minute looking for the "on" switch of a manual typewriter?

Some of you may have noticed that Stu Shiffman did not do the illustration for last issue's cover. You are correct. I spoke with Stu the Monday before the previous deadline, and he assured me that the cover was in the mails. Three weeks after that, the illustration is apparently still in the mails. You figure it.

Congratulations to Harry Drews, Bob Correll and Doug Ronson on the second anniversary of their zine *Paroxysm*. Despite the occasional pig-headedness of some of the staff, the magazine is always legible, literate and, in Harry's sections, level-headed. I highly recommend this zine, and if you want to subscribe (and you should), send some money to Harry Drews at POB 282, Kitchener, Ont. CANADA N2G 3X9. Subscriptions are 30¢/issue. I suggest you use a postal money order, made payable in Canadian funds.

Work continues on the 20th issue of *The Smoky Dragon*. I hope to have it done by the time the nextish of this zine appears.

For those of you who are interested (me and Ed Hollshwandner), Diplomacy lives at Lafayette. I just received the 11th issue of Alan Rowland's *The Warmonger* and it looks very hopeful. Subs are 1¢/page+postage, and you might want to take a look. Write ALAN at Box 2173, Lafayette College, Easton, Pa. 18042 (no trouble writing that sequence!).

With this issue circulation again climbs above 90. Usually it is at this point that I cut some trades to lower circulation, but I think I'll hang on until I hit 100. If I do.

Oh, yes, if you want a copy of the 55th issue of *The Slobinpolit Zhurnal*, winner of last year's Calhamer Award for best press, send me 47¢ in stamps to cover postage. Thish was 40 pages. Gad, I'm busy.

Abyssinia



Robert Bryan Lipton

**THEODORE STURGEON:** Theodore Sturgeon is a graceful writer who doesn't write much anymore, a man who appears typecast to play a grandfather, ready to substitute for Will Geer on a moment's notice. His best work is in the short story form, beautiful, compulsive fantasies such as "It", "Bianca's Hands", "The Silken Swift" and "Baby is Three." Read these stories (the last has been incorporated into his novel *More than Human*). The plots are commonplace. Life is instilled into them only by Sturgeon's writing.

By the early 1950s the sf field's strictures against writing about people and their love for each other began to break down, partially.

Yet, strangely, Sturgeon, despite his personality and skills, is a commercial writer. When Irwin Allen made a movie out of *Voyage to the Bottom of the Sea*, Sturgeon did the novelization. No one was surprised when Murray Leinster novelized *Time Tunnel*, but Sturgeon is not the type of writer whom one would think able to do this.

A wider examination of Sturgeon's work shows that he often becomes maudlin ("When You Love, When You Care"), overblown (*More than Human*) or trite ("Way Home"). These seem to be more miscalculation on his part and over-appreciation on the part of writers (Fritz Leiber suffers from some of the same problems). But, in the abovementioned short stories, the novel *Venus Plus X* and, reputedly in his novel *Some of Your Blood*, he can hit the mark, producing a graceful, meaningful piece of work.

**THOMAS BURNETT SWANN:** Tom Swann died last year. Before then he had written a series of fantasy that had seemingly gone out of style: carefully researched myths rewritten in modern, poetic language

Swann's best works were the novelets he produced in the late 1960s. "The Manor of Roses" was serialized in *F&SF* at the end of 1966 and I was, well, enchanted. It is the story of three young people in a medieval England, where the urge to travel engendered by the excitement of the Crusades is countered by the fear of travelling the roads through forests, where man-eating Man-drakes devour unwary passerbys. Last year an expanded version of this, *The Tournament of Thorns* was published by Ace books. Unhappily, in its expanded form, the story becomes too diffuse..

This is a problem that Swann had with novels. Since they paid better than novelets, he changed some of his poetic novelets, such as "Where is the Bird of Fire?", a story about the founding of Rome by Romulus and Remus, as seen through the eyes of a satyr, into the cumbersome *The Lady of the Bees*. His novels, with the possible exception of *The Goat Without Horns* seem padded.

Swann's best work can be seen in his novelets collected by Ace in the mid and late 1960s: *The Dolphin and the Deep* and *Where is the Bird of Fire?* Unfortunately, these collections are out of print, partially due to the expansion of some of the novelets into novels.

If he had lived, perhaps Swann might have been able to write novels that used the novel's lengths. Unhappily, we will never find out.

**JOHN TAINE:** John Taine was the pseudonym of Eric Temple Bell, a well-known mathematician of forty years ago.. In order to maintain his academic dignity he used a pseudonym to cover himself in science fiction, and used his real name and writing skill to get his works published in hardcover.

Unfortunately, his works are typical of the period: long adventure stories punctuated by scientific lectures, a problem still obvious in the works of Larry Niven, Arthur Clarke and Robert Heinlein (who are able to make the lectures interesting; this problem will be taken up in the final essay of this series). But his stories have dated, and unless you are interested in this genre's history, you might as well avoid them.

J.R.R. TOLKIEN: In this discussion of Tolkien, or any in relation to sf, the emphasis is upon what John Carroll terms his "four-part trilogy," *The Lord of the Rings*. In passing, first, must be mentioned Tolkien's friendship with C.S. Lewis and Charles Williams; his time spent working on the *Oxford English Dictionary*; his scholarship of Middle English, of which the final fruits were his translations of *Sir Gawaine and the Green Knight* and *The Pearl*. A word to the wise.

Back to the four-part trilogy, which is kicked off by *The Hobbit*. This is a perfect children's book. This is not to imply that elderly people of 10, 20, 30 40 or even greater years cannot read it with enjoyment. Quite the opposite. This book ranks with Lewis Carroll's *Alice* books in its universality. Read it, by all means.

Now, on to the main part of the trilogy, *The Lord of the Rings*. I am going to make an assumption here, that everyone who is reading this review either has read the story, or will read it regardless. There will, therefore, be no discussion of the plot. There will be discussion, in point form, of the weaknesses of the book, and its basic strength.

1: *The characters are badly drawn.* In the first place, everyone seems to be absolutely good (the Hobbits on the trip, Aragorn, the Elves, the Dwarves, Gandalf & Faramir) or absolutely rotten (Sauron, Gollum, Saruman, Orcs) with the exceptions of Denethor and his son Boromir. Anyone who claims this is quite in line with English novels up to the time of, say, Dickens is quite wrong, and anyway, what does that have to do with things? Do not misunderstand: I do not favor anti-heros. But perfect people make me uncomfortable and unbelieving.

2: *The style of the books is not unified.* Until after section of Tom Bombadil the style is an intimate author-talks-to-reader style that is usually associated with children's books, but actually can be traced rather easily to Henry Fielding's *Tom Jones* and the novel-as-letters. If this style was consistently maintained, it would not be bad; but then the style shifts to a straightforward third-person-omniscient viewpoint. With the reappearance of Gandalf, the story takes on a feeling of "Chronicles of the Kings" with a constantly elevating style until the let-down of the final sentence. Each of these sections is well-written, but together they form a mish-mash.

3: *There seems to be no sense to how people live.* There are millions of square miles of desolate lands, with cities in between, which is ridiculous. The only place that seems to have any sort of economic sensibility is the Shire.

4: *Things are too pat.* I mean, likel, wow, it's incredible how things fall just right, from the leaving of the shire just as the Riders show up, to the hairsbreadth rescues of Tom Bombadil to Gandalf's letter identifying Strider being at the right place to... arguments that this is a "clockwork plot" a la *Tom Jones* will not be accepted, since these coincidences are not prepared in advance.

There are other flaws, but space limitations prevent further discussion. There are two assets that make the books popular.

1: *This is an heroic book.* *The Lord of the Rings* is not a petty book. It is the story of absolute good against absolute evil for control of mankind. It therefore ranks with Marlowe's *Tamurlane*, E.E. Smith's *Lensman* series and Heinlein's *Future History* in terms of scope.

2: *The attention to small details makes Middle Earth come alive.* As John Kaes remarks, too many historical novels have characters who wear "clothes" and drink "beverages." Tolkien's attention to language and landscape show us that Middle Earth is a world truly different from ours and that great attention, which he shows the reader, makes it believable. The suspension of disbelief is aided by all the details which conspire to show that Middle Earth is a real world. That is why, cardboard characters, unbelievable situations, inconsistent style and all, *The Lord of the Rings* is a great story.

DEAR RB

JOHN BRENNICK 192 Curtis Ave., Stoughton, Mass. 02072: 19 Jan. 1977 ]  
I understand what you mean when you explain why you do not allow the vote [on draws among less than the full number of surviving players], but I can even use the reasons you gave to forbid it to allow it! Why shouldn't I be able to find out this way whether Turkey or someone else doesn't want the draw? The game of Diplomacy is supposed to be a game of "international intrigue" and "cunning negotiation." What? Has the game of ruthless Diplomacy gone soft? Calling for a vote is in fact a part of negotiations. In real life, if one country called the other countries together and asked them to vote for peace and one nation stayed back and refused to vote or voted no, that would give the others a notion of his intentions.

In a face-to-face game with no "God" or supreme power present, the vote would also take place.

If you do not allow a vote for a draw of less than the surviving players, why allow one for all the surviving players? The latter vote couldn't (or shouldn't) have been allowed either.

It's perfectly fair. Who has the right to stop the vote? Is there in real life someone who could disallow the vote? It's all part of the game.

If you persist that it isn't fair, then what about when one player has access to a company phone and uses it for lengthy, long-distance calls? There are other factors, too.

I don't understand why a draw vote shouldn't be used to gauge intent. It is a diplomatic device that should be allowed. Now there can never be a game where there is a player left on the board who does not participate in the draw.

And I don't think it's fair to me. In that last draw proposal I was forced to reveal my intention of not letting France in the draw. Now you come along and let Turkey have an advantage I didn't have. Just on that point the vote should be allowed.

I'm sorry, but I think the rule is totally illogical.

Now, I know if you now say in front of everyone that you are going to switch the rule, you will think you sound contradictory. Well, please simply explain why you are doing it (if you are) or say you'll explain it after the game.

I know you hold most of the cards in the game, but I think, no, I'm sure that I'm right.

[19 Jan., 1977, postcard] Another point: if your rule is to hold, no one can have a two-way draw unless they carefully maneuver it so they get 17 each. Otherwise a player may be attempting or planning a stab and then he'd be foiled. Therefore two-way draws are practically impossible! In case you allow it, I propose a two-way draw between Italy and Turkey [in 1975 AY], to be voted on with the Spring 1911 moves.

[I have no objection to your finding out how other players view a draw between the players; but the gamesmaster's job is simply to adjudicate, not to aid players in their negotiations. You might also claim that I should let players know other players' moves in advance, as that would help to gauge their intentions. What some people do at face-to-face games has no bearing on how I run my games. I would point out, however, that time is an important factor in face-to-face games. After five or six hours of continuous negotiation, most people are too tired to worry about pulling a last-minute stab. Again, in the over-the-board games I've played, in my group there were no last-minute stabs.

[A draw among all surviving players is a different matter, to some extent. My house rules state that a draw occurs after three fall seasons in which each country controls the same number of centers. The draw can mean a saving of 27 weeks, a notable savings in a matter already decided.

[Your analogy to real-life negotiations would have validity if Diplomacy was a real-life game. It is not. The purpose of the game is, supposedly to win.]

[You also show a lack of knowledge about the history of draws. Two-way draws are very common. The first draw (I can't remember the Boardman Number) was a two-way draw. I, myself, participated in a two-way draw in 1971 EC, which I drew with Don Berman. Nor is the draw among less than all the surviving players an old idea. I don't think anyone permitted them before 1973, and not all gamesmasters allow them. I don't know of any New York gm who allows them. Mick Bullock doesn't.]

[Finally, I did not reveal who had proposed the draw between Italy and Turkey in 1975 AY. You could have tried to convince Tom Kisssner that David Hertz was the one who had.]

[Back to the letter] I finished the Alexander the Great report. and I must say it turned out pretty well. It's 22 pages (typewritten, plus maps and other miscellaneous pages). Also, I've written a few short expositorys which turned out well. And my masterpiece: a 1900-word short story set in a D&D background. It's so good I'm going to send it to *The Dragon* and try to make a little \$\$\$. Sorry about not sending it to you. However I have a 250-word story about "Arkon" which the teacher liked so well she read it in class (not identifying me as the writer) and she has done that only once before with another student's story. Ahem, not that I'm boasting, but I'll send it to you for your anniversary issue if you like. -- a whole lot better than that other story of mine you published! (And thanks for publishing it. Gave me confidence.)

[Not at all. Good luck in placing the story.]

DICK TRTEK [Apt. 1, 2728 SE Main, Portland, Ore. 97214:1/22/77]: Being able to recall quarrels over organizations in Dipfandom when I left the Hobby temporarily three years ago, it has been with a sense of "this is where I came in" that I've read through the notes and comments in TMG concerning custodianship of the Boardman and Miller Numbers, the IDA, etc. It all sounds like a low-budget spinoff of *The Immortal Storm* (*The Interminable Tempest*, maybe?).

Harry Drews said it all in TMG #59: "... I see no reason for the (IDA).". Frankly, I think that judgement can be extended to the Boardman and Miller Numbers and all archival adjuncts to Diplomacy fandom. The only purpose they really serve is to justify the visibility of the cliques surrounding those in charge of them. Unfortunately, those same elements tend to use those "duties" as a base on which to create an illusion of legitimacy and a reality of power to isolate or sanction those viewed as rivals or, even worse, those who see through the pomposity and vacuousness of their sandbox activities. It's as though we were all playing in a road production of "The Emperor's New Clothes."

Am I correct in saying that the only ostensible reason for the Numbers is to ensure the trolls working on ratings and archives that their listings be complete? If so, the system works in a idiotic cycle. After all, if only numbered games are considered ratable or listable in "the archives," then those programs can't help being "complete" by definition. But a game of postal Diplomacy exists even if it isn't numbered, just as a person doesn't vanish with a poof if his birth certificate is destroyed.

One way to eliminate the controversy over custodianship of the game numbers is to boycott them. After all, within a zine games can be distinguished by numbered set by the publisher and, in general, conversation by zine and numbers within the zine. Raters may complain about their precious numbers being complete no longer but, as I've indicated, their present "completeness" is a tautological fallacy to begin with. Ditto for the archivists. Would people not sign up for non-numbered games? Only if they play for the ratings,

I suppose. But do any do that, besides the few who lay at the top of the dung heap? Would the Diplomacy establishment, whatever it is, retaliate against publishers running non-numbered games? If so, how? And on what grounds? That an heresy was committed by the running of a friendly Diplomacy game without "official sanction"?

A successful boycott of Boardman and Miller Numbers would destroy their meaning even in the eyes of those who value them now. Indeed, those who have built their egos about such drivel as ratings might be tempted to leave the Hobby, which would please me. Diplomacy fandom might be fragmented as a result. (I prefer the term "pluralistic") In my opinion, though, it would be for the best. The most desirable state of any fannish activity is that of comradly anarchy. Anything that reeks of "official" status serves only to create an opportunity for petty minds to become dangerous.

As a disclaimer, I do not call for a Numbers boycott, but only use the opportunity to muse upon it.

[What did you say?]

[There is nothing wrong with Boardman and Miller Numbers, as long as any payment for such things is done by the people who use them. That is why I opposed Beyerlein's call for a fee. Sacks does not charge people for Miller numbers: the money comes out of the pockets of interested parties (such as Sacks) and if someone wants to organize things, I have no objection, so long as I am not forced to work or pay for someone else's heart's desire.

[Remember: John Boardman set up the Boardman Numbers for his own amusement and desire for a centralized clearinghouse for information. He worked at it and did not force anyone else to work or pay. I feel this is the proper manner of things. This is why I cut trade with Beyerlein last summer. I have no objections to his desire to produce Boardman Numbers, but I object to having to pay for his fun by my subscription. If *Everything* were interesting, I would gladly trade, but it wasn't. Same reason for my non-support of Walter Buchanan's Archives. *Diplomacy World* is boring.

[So, do what you want to. But don't insist that your way is the only proper one. Walt Buchanan gets copies of this zine through some intermediary. Someone who wants to can always get what he wants.]

ALAN CARLSON [8633 Harrison Circle, Minneapolis, Minn. 55437: 1/25/77]: It has been a long time since I have written to you; I have quit playing by mail since I keep losing, but I shall maintain my sub to TMG anyway, since I find your sf reviews quite good, as well as your articles on D&D. That last statement is a switch for me, for which your D&D issue is partially responsible.

You may not recall, but I was one of those who attacked D&D. Well, I was wrong, and to prove how wrong I was, the check for \$4.50 is to buy issues #1-19 of *The Smoky Dragon*, the remainder as a subscription to TSD.

[I'm glad that issue #57 caused you to do some rethinking. Issues #1-19 of *The Smoky Dragon* are out of print, since #20 will include everything from previous issues which I think is useful; afterwards, future issues will be sent to interested parties who subscribe to TMG until I have enough material for another big issue, whereupon those issues will go out of print. Big issues will come about once a year and the small issues will give me (and other readers) a chance to playtest the ideas before general consumption.

[Issue #57 seems to be the best-received issue I've ever produced. I'm still trying to figure out a likely theme for another issue. Suggestions will be taken.]

# TOKA THE TOWN

1: NEW GAME FILLED. Until something else turns up, the following game will be referred to herein as MG XIII.

GAMESMASTER: Robert Sacks: 4861 Broadway, Apt. 5-V, New York, N.Y. 10034  
AUSTRIA: Eric Goldberg: 1225 Park Avenue, New York, NY 10028  
ENGLAND: Paul Novak: 612-2 Graduate House East, West Lafayette, Ind. 47906  
FRANCE: Paul Girsdanský: Apt. 5J, Terrace Close Apartments, 77 Carpenter Ave., Mount Kisco, N.Y. 10549  
GERMANY: David Schwartz: 569 South Springfield Ave., Springfield, NJ 07081  
ITALY: Paul Thomas: 1351 Gulf Blvd., Bayside Gardens #3, Apt. 217, Clearwater, Fla. 33515  
RUSSIA: Dick Trtek: Apt. 1, 2728 SE Main, Portland, Ore. 97214  
TURKEY: Richard Kovalcik, Jr.: Room 205, Bexley Hall, 52 Massachusetts Ave., Cambridge, Mass. 02139

Spring 1901 orders are due to Mr. Sacks by noon, Thursday, 17 March 1977.

2: Happy birthday, Kit Marlowe.

3: The Second Annual Princeton Dungeons & Dragons Convention (PrinceCon II) will take place the weekend of March 18-20 at Whig Hall on the Princeton U. campus. It opens officially at 7 PM on Friday, but someone will be present from 3 PM onwards. Admission is \$2 for the three days and housing can be arranged.

There will be "official" D&D games, with prizes offered (last year I was awarded the "Most Patriotic Party Member" award for allowing myself to be offed; Evan Jones got the "Most Picky Mapper" prize).

There is a forum for discussion of local systems and strategies sometime during the course of the weekend.

For information and reservations, you might contact Dave Parker, 122 Cuyler Hall, Princeton University, Princeton, N.J. 08540; or call him at (609) 452-7180.

I hope to see a bunch of people there. Last year about 60% of the people came in from New York. This year there is more forewarning, so I hope to see people like Lew Wolkoff, Philip Cohen, and sundry other misfits. The Smoky Dragon #20 will be out by then, so you can pick up copies there.

Oh yes, for information during the convention (i.e., you made a wrong turn and are lost in Passaic) call Whig Hall (609) 452-3662 or 452-3626.

4: Richard Kovalcik Jr. wants me to let you know that he has game openings in his zine, *The Tetracuspid*. Costs are a \$2 gamefee, a \$3 returnable deposit, and a subscription at the rate of 1¢/page + postage. Write Rick for a sample issue (for his address, see the address of the Turkish player in the game announced in item #1).

5: I am preparing, as usual, for my anniversary issue in July. This will mark my fourth year in publishing (May will be six years since I joined Diplomacy fandom when I thought I was joining sf fandom). Articles and artwork are specifically solicited for this issue beginning three weeks ago. Light material is solicited, but I'll look at anything (I'll bounce almost anything, come to think of it.)



COA-Zane Parks/5068 Avery St/Detroit Mi 48202

COA-John Strain/1154 Harbor Dr/N Ft Myers Fl 33903

AUSTRIA (Benjamin Laves) F Alb-Gre, A Ser S Alb-Gre, A Tri u/o,  
"A Vie-Bud"/nsu/.

ENGLAND (John Strain) F EC-Bre, F Nth C Yor-Nwy, A Yor-Nwy.

FRANCE (Jack Kerins) F MAO-Por, A Pic-Bre, A Spa-Mar.

GERMANY (Paul Evans) F Den S RUS-Fin-Swe, A Kie-Hol, A Ruh S Kie-Hol.

ITALY (Greg Vansteel) A Pie-Mar, F Tyr-Tun, A Ven-Pie.

RUSSIA (Jim Diehl) F Fin-Swe, A Mos-Liv, F Sev-Rum, A Ukr S Sev-Rum.

TURKEY (Zane Parks) F Ank-Bla, A Bul-Bre, A Con-Bul.

1901 SUPPLY CENTER CHART WINTER MOVES DUE: NOON, THURSDAY, 24 FEBRUARY 1977

A: 5/3. H, Gre, Ser. Build 2.

B: 4/3. H, Nwy. Build 1.

F: 5/3. H, Por, Spa. Build 2.

G: 5/3. H, Den, Hol. Build 2.

I: 4/3. H, Tun. Build 1.

R: 6/4. H, Rum, Swe. Build 2.

T: 4/3. H, Bul. Build 1.

MG XPI - 1976EV GM: Robert Sacks

Limbo

Winter and Spring moves delayed due to missed issues and missed moves.

AUSTRIA (John Weswig) Build 1 (unless ITA A Tri R-Vie).

Has F Ion, A Ser, A Tri. Spring orders on file.

ENGLAND (Douglas Hollingsworth) Build 1. Has F EC, F Nwy, A Wal.

Spring orders on file.

FRANCE (David Hertz) Build 2. Has A Bur, F Por, A Spa.

GERMANY (David Hansen) Build 2. Has F Den, A Hol, A Mun.

Winter orders only on file.

ITALY (John Rubins) Build 1 (2 if A Tri R-Vie or eliminated).

Also has F Tun, A Ven.

RUSSIA (Mark Edwards) Build 1. Has F GoB, A Rum, F Sev, A War.

Spring orders on file.

TURKEY (Dennis Klein) Build 2. Has F Blk, A Bul, A Gre.

WINTER AND SPRING MOVES DUE: NOON, THURSDAY, 24 FEBRUARY 1977

## NOTES &amp; ASIDES

1. All business relating to 1976BL, 1976EV, or any other game gm'd by me, Robert Sacks, should be sent to me, not Bob Iipton.
2. The MetroWargamers took place as planned one week late, though we have yet to write our Constitution - we're already working under it.
3. I have been elected interim AWA Vice President by a 7-3 vote (there are over 150 members at last count) and again tied 1-1 for interim Region 1 (NY-NJ-Pa) Director; now they have announced the annual election of officers, so I have to run for VP all over again.
4. Ray Heuer and I have reorganized the Orphan Games Project: Henceforth he will handle all orphans numberable by the Boardman, Miller, Origins, or Phillies Number Custodians, that is, regular, variant, and pseudo- Diplomacy and Origins including multi-player p-b-m diplomatic wargames, and I will maintain a Registry of Publishers, GMs, and players willing to takeover such positions in orphaned games.



1975 AY

It's Going to be a Cold, Cold Winter

Winter 1910

FRANCE (Tom Kissner)

Build A Par

Has A Par, F Hol, F Swe, A Pic &  
A Bre

GERMANY (John Rubins)

Remove A Fin, F Bal

GM removes F Iri for 3rd

Has F Eng, A Yor, A Den &amp; A Bel

THE LONDON BUFFALO REPORTS:

The German government disbanded the Northern German units because they couldn't stand the Winter. There are reportedly negotiations underway for Syria, Cyprus, North Africa and Sicily. The wire reports the Northern Unit's dropping like flies. The German people have new hope because a psychic said a fever would be here in 20 short years.

Spring 1911 moves have been separated by player request. They are due by noon, Friday, 25 February 1977.

1975 EP

ITALY COUNTERTURNS UPON TURKEY

Spring 1907

ENGLAND (Scott Uhrick)

A Yor H

A War S GERMAN A Mos

F Lon-Nth

F Mid C GERMAN A Por-Gas

F Naf S F Tun

F Tun &amp; F Lyo S F Wes-Tyr

F Wes-Tyr

F Spa(sc)-Wes

FRANCE (John Rubins)

A Den-Swe

GERMANY (Richard J. Meyer)

F Kie-Den

A Por-Gas

A Par-Bur

A Mar-Pie

A Ruh-Mun

A Mun-Boh

A Tyr S A Mar-Pie

A Gal-Rum

A Mos H

A Ber-Pru

ITALY (Douglas Hollingsworth)

A Ukr-Sev

A Rum S A Ukr-Sev

A Vie-Tyr

F Nap S F Tyr-Rom

F Tyr-Rom

F Eas-Smy

F Bul(sc)-Con (retreats-Ser,Gre,ann)

RUSSIA (Eric Verheiden)

A Bud S ITALIAN A Rum

A Tri S ITALIAN A Vie

TURKEY (Howard Markowitz)

A Rom-Ven

A Sev-Rum

F Smy-Aeg

F Aeg-Bul(sc)

F Con S F Aeg-Bul(sc)

FALL 1907 moves are due by noon, Friday, 25 February 1977

BUDAPEST: The English press release of two issues ago appalls me for its rank

cynicism and hypocrisy, not to mention its utterly self-serving moral stance. As the English leadership is fully aware, Turkish actions as of late have had the logic of cutting off one's nose to spite one's face. Turkey has already forced Italy into the humiliating position of admitting an error, breaking off an attack, and humbly asking for assistance. Turkey's further patently suicidal actions demonstrate either a towering ego, blind of all logic in its demand for further "satisfaction," or a credulity more appropriate to those who still believe in Santa Claus.

Unfortunately, there seems to be a turkey (small t) of the caliber of the present Turkey in nearly every game, thereby reducing the play to the level of that of an unintelligent 5-year old. As for England, having stabbed everyone within reach (except for Germany, who will realize the truth only when, in his nearly defenseless state, he is unable to do anything about it), he will probably get his win in the end. I only hope that Italy is able to prevent Turkey from profiting by his stupidity; not that it will make much difference when the English steamroller rolls over "friend" and foe alike in its quest for victory.

1975 EJ

WHAT?!?!?!?!?

Winter 1910-Spring 1911

AUSTRIA (Dennis Klein)

Build A Tri (second build refused)

A Tri-Smy

A Rum-Bul

A Ser & F Con S A Rum-Bul

F Aeg S F Con

A Gal-Rum

A Bud S A Gal-Rum

ENGLAND (Henry Kelley)

Build Refused

F Adr & F Ion C AUSTRIAN A Tri-Smy

A Nap, A Pie H

Fs Tyr, Tus, Wes & Mid all H

GERMANY (Ronald M. Kelly)

A Ven, F Swe & F Bal all H

A War S A Ukr

A Boh & A Pru S A Sil

A Sil S A Mun

A Mun S A Boh

A Mos & A Ukr S AUSTRIAN A Rum-Sev

RUSSIA (John Hulland)

F Bla C A Con-Ank

A Con-Ank (nsu)

A Sev H

A Bul, unordered, holds (retreats-Gre, ann)

Fall 1911 moves are due by noon,

Friday, 25 February 1977. No address changes or anything.

1975 J

L'Empire En Allemagne

Fall 1909

AUSTRIA (John Hulland)

A Tyr & A Boh S A Sil-Mun

A Sil-Mun

A War S A Ukr (retreats-Pru, Gal, ann)

A Ukr S A Rum-Sev

A Bul S F Aeg-Con (retreats-Gre, Ser,

Aec-Con

A Rum-Sev

ITALY (Richard Kovalcik, Jr.)

F Lyo S F Wes

F Tun S F Wes

A Pie-Mar

F Wes H

ann) RUSSIA (John Gross)

F Nrg-Nth

F Nwy S F Nrg-Nth

F Kie-Hol (retreats-Hel, Ber)

A Mun-Ruh (retreats-Ber, ann)

A Ber-Sil

A Lvn S A Mos-War

A StP-Mos

A Mos-War

Zane Parks (Zane Parks) COA

Aic-Wes

For-Edi

A War-Bur

A Gas-Bur

A Bur-Ruh

F Spa(sc)-Lyo

F Puh-Kie

F Hol S A Ruh-Kie

F Nth-Den

F Naf S F Mid-Wes

TURKEY (Ed Hollshwandner)

A Sev-Rum (retreats-Arm, ann)

F Con-Bul(sc)

F Bla S F Con-Bul(sc)

F Smy-Con

Zane Parks is now residing at

5258 Avery Street, Detroit, Mich. 48208, USA. If no one objects, Winter 1909 and Spring 1910 moves are due by noon, Friday, 25 Feb. 1977. Supply center chart is on the next page.

# SUPPLY CENTERS- 1975 J FALL 1909

COUNTRY	GAINS	LOSES	RETAINS	BUILDS/ OWNS REMOVES	
				OWNS	REMOVES
AUSTRIA	Mun, Sev	War, Bul	Bud, Rum, Gre, Ser, Tri, Vie	8	0
FRANCE	Kie, Den		Mar, Hol, Bel, Edi, Lvp	12	+2
			Lon, Por, Spa, Bre, Par		
ITALY			Nap, Rom, Tun, Ven	4	0
RUSSIA	War	Mun, Den, Kie	Nwy, Ber, Swe, Mos, StP	6	-2
TURKEY	Bul	Sev	Ank, Con, Smy	4	0

1975 IN

ITALY IS UP

Fall 1906

ENGLAND (Richard Kovalcik, Jr.)

F Edi retreats- Yor

F Yor-Lon

FRANCE (David Schwartz)

F Edi H

A Lvp S F Edi

F Nat S F Lvp

A Bel S A Ruh

A Ruh S A Bel

A Bur S A Ruh

GERMANY (David Hansen)

F Lon-Wal

A Hol & A Kie S RUSSIAN A Mun-Ruh

ITALY (Zane Parks) COA

F Spa(sc)-Por

A Mar-Spa

A Gas-Bre

F Tyr-Wes

RUSSIA (Dennis Klein)

F Nrg-Nat

F Nth-Eng

F Nwy-Nth

F Den S F Nwy-Nth

A Mun-Ruh

A Boh-Mun

A Sil S A Boh-Mun

A Ber S A Boh-Mun

TURKEY (Paul Novak)

F Tun-NAf

F Ion-Tyr

F Apu-Nap

A Rom S F Apu-Nap

A Ven-Pie

A Tri-Ven

A Tyr S RUSSIAN A Boh-Mun

F Eas-Ion

F Aeg H

## SUPPLY CENTERS

COUNTRY	GAINS	LOSE	RETAINS	BUILD/ OWNS REMOVE	
				OWNS	REMOVE
ENGLAND	Lon	Edi		1	0
FRANCE	Edi	Spa, Por, Bre	Lvp, Par, Bel	4	-2
GERMANY		Lon	Hol, Kie	2	-1
ITALY	Por, Spa Bre	Nap, Rom	Mar, Tun	5	0*
RUSSIA			Nwy, Den, Mun, Ber, Vie, Mos Stp, Sev, Swe, War, Rum	11	+3
TURKEY	Nap, Rom		Ven, Bud, Tri, Ser, Ank Bul, Con, Smy, Gre	11	+2

If no one objects, the deadline for Winter 1906 and Spring 1907 orders is set at noon, Friday, 25 February 1977. Zane Parks has moved. He is now at 5068 Avery Street, Detroit, Mich. 48208, USA.

COMING DETRACTIONS: An article on the history and present state of The New York Conspiracy that will probably upset my friends and might lose me a gamesmaster.

MG XI

AUSTRIAN EXPLOSION PARTIALLY CONTAINED Spring 1904

AUSTRIA (Zane Parks) COA

A Tri-Tyr  
F Eas S F Gre-Aeg  
F Gre-Aeg  
A Rum-Ukr  
A Bul-Con  
A Bud-Rum  
A Gal S A Rum-Ukr

ENGLAND (Laurence Lurio)

F Ska-Den  
F Swe S F Ska-Den  
F Nth-Nwy  
F Edi-Nth  
F Lvp-Wal  
F StP(nc) H

FRANCE (Eric Verheiden)

F Lyo-Spa(sc)  
A Pic-Bre  
A Gas S A Pic-Bre  
A Bur-Bel

GERMANY (Paul Girsdanský) NMR!

F Hol, A Mun, A Bel & A Ruh all H  
A Den H (retreats-Kie,ann)  
F Bre H (retreats-Mid,Eng,ann)

THE MIXUMAXU GAZETTE #61

c/o Robert Bryan Lipton  
556 Green Place  
Woodmere, N.Y. 11598  
United States of America

ITALY (James Starr)

F Ion S AUSTRIAN F Gre-Aeg  
A Boh-Sil  
A Ven-Pie  
F Tyr-Wes  
A Smy S AUSTRIAN A Bul-Con

RUSSIA (John Hulland)

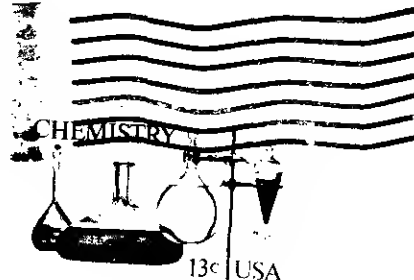
A War S A Mos-Ukr  
A Mos-Ukr

TURKEY (John Rubins)

A Sev S RUSSIAN A Mos-Ukr  
A Con S F Aeg-Bul(sc) (retreats-  
F Aeg-Bul(sc) Ank, ann)

Zane Parks is now living at 5068  
Avery Street, Detroit, Mich. 48208.  
Will Mark Edwards 170 West 73rd  
Street, please submit standby orders  
for the German position?

Fall 1904 moves are due to me by  
noon, Friday, 25 February 1977.



NEW GAME FILLED!

See page 7.

INFLICT UPON:

Tony Watson trade  
201 Minnesota Street  
Las Vegas, Nev. 89107

This is your last issue unless you resubscribe.  
You are needed as a standby in MG XI, Mark. See above.

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